Technology Use in Classrooms

	Tier 1: Teacher Productivity Station (**Supports** the learning experience)	Tier 2: Instructional Presentation and Student Productivity (**Enhances** the learning experience)	Tier 3: Student-Centered Learning Classroom (**Transforms** the learning experience)
Observable and Best Practices	This tier focuses on the teacher using technology to get his/her job done. The teacher: • Produces learning materials more effectively • Communicates quickly with e-mail • Finds instructional resources on the Internet • Keeps / Organizes student information, grades more effectively • Classroom Website: Post grades, classroom information, calendar, information for parents, etc.	This tier involves teacher facilitation of large group learning activities and also student productivity use of technology (word processing, etc.): • Brainstorm and share ideas • Deliver visual presentations • Represent information visually • Conduct one-computer classroom lessons • Facilitate group discussions and lessons • Students write papers, reports on computer or smart keyboard (DANA, Neo) • Classroom Website: Post educational resources	This tier involves student use of technology in authentic learning activities: • Inquiry-based, essential questions • Research, analyze data and problem-solve • Write, develop and publish products • Invent products through programming • Creating and using WebQuests and Curriculum Pages • Authoring/reviewing work online • Classroom Website: Post student work and projects (SHARE)
Professional Development Possibilities	• Office-suite software training • Internet I (searching for information, copyright, citations) • Internet II (finding instructional resources on the Internet) • Thinkfinity awareness training	• Presentation systems/techniques • Presentation software (PowerPoint, Keynote) • Graphic Organizer (Inspiration) • One-computer classroom strategies • Group Processes Program-Solving software (Decisions/Decisions, etc.) • Using handhelds and smart keyboards for writing and other student projects	• Using tech. in project-based learning • Graphics and video-editing • Web publishing • WebQuests and Curriculum Pages • Using graphing calculators, probeware and/or robotics for problem-solving • Internet safety for students
Required Conditions	• Computer network • Technical Support ensuring successful operation of computers and network • Administrative expectations for technology use for administrative purposes	Conditions in Tier 1, plus: • Good access to computers for student use • Technical Support for projector/document camera use • Administrative expectations for technology use for instructional purposes	Conditions in Tier 2, plus: • School-based technology integration coach • Ubiquitous access to computers for student use • Opportunity for publishing and sharing online • Administrative expectations and support for technology use for project-based learning
Technology Resources	Standard technology resources, including: • Standards-based computer • Access to at least one printer • Internet access • Office suite productivity software • Thinkfinity and other online teacher lesson resources (use as is) • Access to student management software	Resources in Tier 1, plus: • Document camera • Projector • Inspiration (graphic organizing software) • Thinkfinity, WebQuest and other online teacher lesson resources from the Internet (adapt and use) • Printer(s) in classroom (BW Laser) (Color Inkjet)	Resources in Tier 2, plus selected: • Multimedia production technology (digital camera, camcorder, video-editing software, etc.) • Web publishing software • Handhelds, graphing calculators • Science Probeware • Robotics • High tech classrooms or computer labs
Estimated Costs (Excluding tax)	Computer ..... $800 Printer (or share of networked laser printer) .. $200 Office Suite $56	Document Camera ..... $438 Projector ..... $664 Cart/Projector Mount ..... $125 Inspiration ..... $30 Portable DANA Lab ..... $12,000 Portable Laptop Lab $45,000	**Depends on solution(s) selected.**
Other Supportive Technologies		• Electronic Whiteboards ..... $1230 • Audience Response Systems (RF) ..... $1600 • Classroom Audio System $263	

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